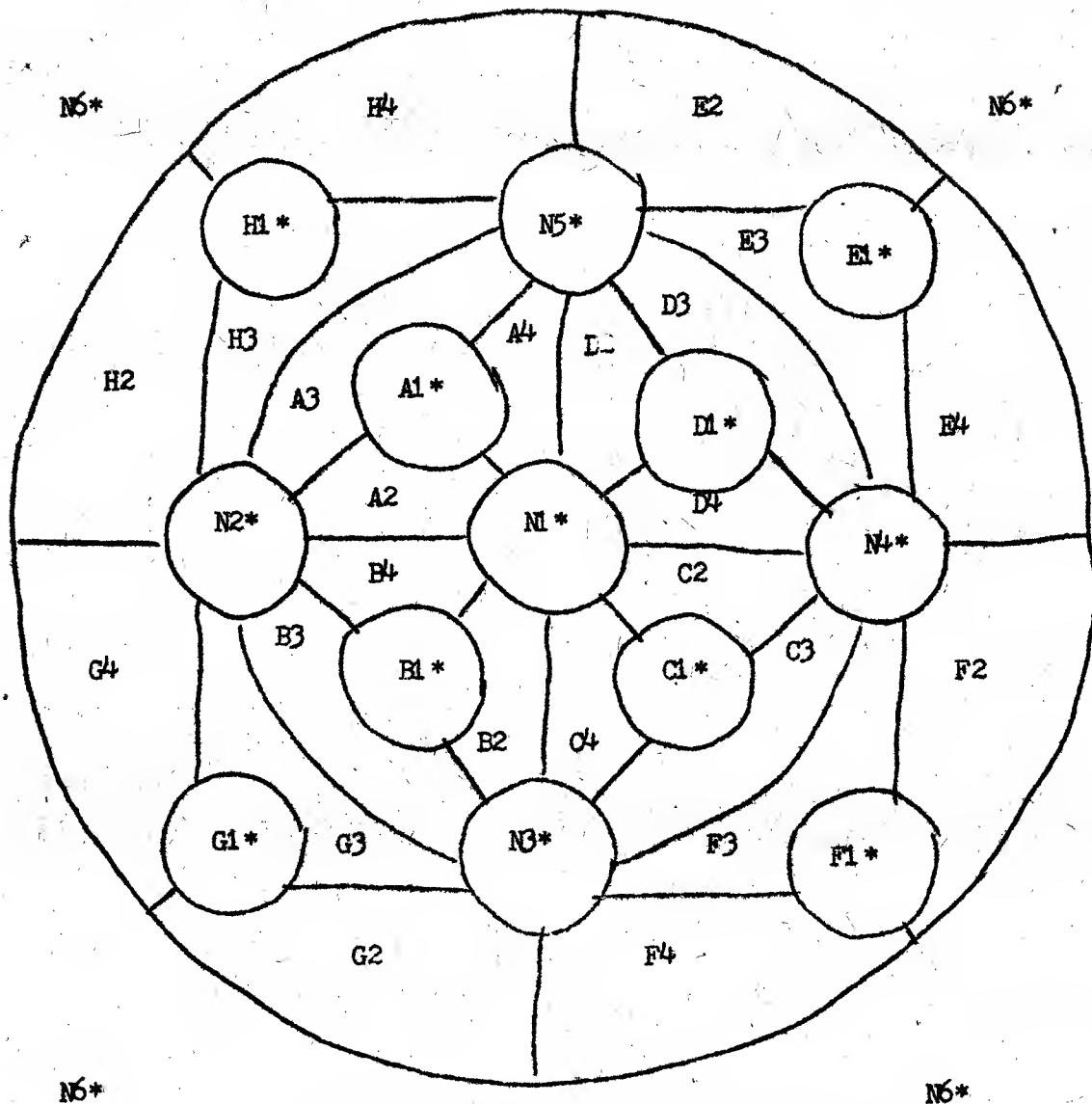


IMPASSABLE



BAREBONES, JEFFERSONIAN DIPLOMACY
by Howard Mahler

A SPECIAL CHRISTMAS ISSUE

Impassable is a journal of postal Diplomacy published and edited by John Boyer 117 Garland Drive, Carlisle, PA 17013. Phone: (717) 249-1343, between 9 and 10:30 p.m., eastern time, on Tuesdays, Wednesdays and Fridays. Sub rate to Impassable is 12/\$2. It is 6/\$1 for new bloods. This gamezine is a subsidiary of Chapel Hill Publications founded in March of 1972.

Diplomacy is a registered trademark for a game invented by Allan B. Calhamer and copy-right by Games Research, Inc., 500 Harrison Ave., Boston, MA 02118.

ZINES RECEIVED...

We finally have a partial system to find time to write all this down--next we'll work on a concise format to present the information and save space for the other crap in this zine....in no particular order:

NOTE: Canadian Zines' subs and game fees are probably in Canadian dollars whis is now worth more than our own dollar--so check with them for the "real" rate.

* * * *

CLAW & FANG. Don Horton, 16 Jordan Ct., Sacramento, CA 95826. 8/\$1.00. No openings until Jan.

COSTAGUANA. Conrad von Metzke, P.O. Box 8342, San Diego, CA 92102. 6/\$1.00 sent 3rd cl. Openings for Canadians in an internat. game. GF: two pounds, thirty pence or \$5.60. Send \$ to Richard Sharp, 27 Elm Close, Amersham, Buckinghamshire, England.

HOOSIER ARCHIVES. Walter Buchanan, R.R.#3, Lebanon, IN 46052. This zine won't be around much longer other than as a vehicle to carry the current single game now going on. Instead, it will be replaced with DIPLOMACY WORLD.

This will be bi-monthly and offset. The price however, will be the same for a year....from 10/\$2.00 of HA to 6/\$5.00 for DW. So, hang on and wait until next year (Jan.) or write to Walt about it. He'll need a large circulation like about 300+ to make it work!

THE SILMARILLI. Chic Hilliker, P.O. Box 1195, Bloomington, IN 47401. 10/\$2. No openings.

DOMINATION. John Coleman, 837 Jos. Janisse, Windsor, Ontario, Canada N8Y 3A7. Sub is 1/2 cent per page + postage (Canadian). GF is \$2.00. Openings: Reg. Dip, YV, and Schizo-Dip.

OBSSESSION. Shamray, Zehnder, Rubinow and

Bailey Pub. Co., P.O. Box 24872, Los Angeles, CA 90024. 12/\$1.50. GF is sub plus .50 per game. Openings: Reg Dip, "One-Season" Dip, Interstellar Conquest, World Decision, and Galactical Conflict.

GAMESLETTER. Don Miller, 12315 Judson Rd., Wheaton, MD 20906. 10/\$2. Genzine, no games. Reports on on gamezines he receives with their contents. Is also heavy on wargaming zines and on chess articles among other stuff.

BOAST. Herb Barents, 152 State St., Zeeland, MI 49464. 1 year/\$2.50. No openings in Dip; openings in a multi-commander Gettysburg game. Write for more info.

ETHIL THE FROG. John Piggott, Jesus College, Cambridge, CB5 8BL, U.K. 4/\$1.00 (airmail) and 8/\$1.00 (surface) No openings.

MUSH. John Hulland, R.R. #4, Guelph, Ont., Canada, M1H 6J1. 7/\$1.00. No openings.

THE MIXUMAXU GAZETTE. Robert Lipton, Box 360, Lafayette College, Easton, PA 18042. 6/\$1.00. Openings: Reg. Dip. GF: \$5.

MIDWESTERN COURIER. Ray Bowers, 11870 Twillwood Dr., St. Louis, MO 63128. Openings in Hyborean Age variant.

YGGDRASIL CHRONICLE. Paul Wood, 24613 Harmon Ct., St. Clair Shores, MI 48080. 12/\$2. No openings.

QUO VADIS. Dick Vedder, 1451 N. Warren, Tucson, AZ 85719. Sub is 1¢ per 2-sided page plus postage. \$1 minimum deposit. Openings: Diadochi IV variant. Map/Rules .25¢ GF: \$2. 100% refundable upon completion, elimination or official resignation.

(cont. on pg. 19, col. 1)

TABLE OF CONTENTS

Map for Barebones	1
Impassable games	3-7
Lost Horizon games (incl. new game 1721)	7-11
Postal Clue rules	8-9
Anonymous letter	11
Another letter	12
Two Rating Articles, the first one:	
THE RABONE RATING SYSTEM	12-15
Rules for Barebones	15
Reprint: A Rating for Diplomacy Zine	
Publishers	16
Entertainment Corner (and chess)	17-18
The Erewhon Contest	18-19
Zines Received	2,19
News	19-20

Miscellaneous crap intersprinkled throughout for your boring enjoyment. Many articles and letters have my replies afterwards--so don't forget to read them! Have fun, and enjoy your Christmas present from CHPI

SSIII, Spring 1018

New Player for Leinster is: David Fujihara, 1225 Peterson Lane, Honolulu, HI 96817. We are asking Margaret Gemignani, 3200 NE 36th St., Ft. Lauderdale, FL 33308 to take over Kymru.

Error Winter 1017 Positions: Orkney has F Iri, not F Dro

Spring 1018:

ENGLAND(Sries): A Pow-Shr

KYMRU(Gemignani?): A Wex H, F Car H/r/,

A Bue H, A Ber H, F NGC H, A Shr H

LEINSTER(Fujihara): A Sli H, A Mea H, F Wic H, F Bri-NGC, A Gwe H, F MoB-CaD

MUNSTER(Dick): F Mid S A Tua, A Tua S A Lei, A Lei S A Cas, A Cas S A Lei, F Cor-StG, A Wat-Wex

ORKNEY(Keller): F Mon S Lei F MoB-CaB, F Sli-Lat, F Don-WIF, A Spe-Oma, F Iri-Dro, A Sky-Sut

SCOTLAND(Tonnesen): A New-Yor, A Der-Str, A Che S A Der-Str, F ChB S F Sol-Man, F Sol-Man, F Dow-Arm, F Dal-NIS, A Lis-Sut, F Isl-Min

ULSTER(Drews): A Tyr-Oma, F Arm H

SUMMER & FALL 1018 ORDERS are due Thursday, January 3, 1974 at noon, eastern time.

Press:

Scotne: Scotland declares war on Orkney!!

Game 1970BJ, Spring 1910

Note: Russia has missed again (but the same season)! Will Mr. Schleinkofer please submit moves for Russia. His address is: 3108 "E" Street, Philadelphia, PA 19134.

Germany has called for a vote on a draw. Send your votes with next season's orders.

Spring 1910:

AUSTRIA(Beyerlein): A Boh-Tyr, A Bud-Tri,

A Vie S A Bud-Tri, A Bul-Gre, A Ser S A

Bul-Gre, A Rum S A Ser, A Gal-Ukr, A Ber-Kie

ENGLAND(Keller): F Edi-Nth, F Lon S F Edi-Nth

GERMANY(Mahler): F Hol-Nth, F Kie-Hol, A Ruh-Bur, A Mun S A Ruh-Bur

ITALY(Phillips): F Cly S F Nwg, F Nwg S Eng

F Edi-Nth, F Eng S A Bel, A Bel S A Bur,

A Bur S A Tyo-Mun, A Tyo-Mun, A Tri S Ger

Mun-Tyo/nso/, A Ven S A Tri, A Alb S A Tri,

F Rom-Tyr, F Nap-Apu, F Ion S F Gre, F Gre

S F Eas-Aeg/nsu/, F Eas-Aeg/nsu/

RUSSIA(Richter?): NOR. F Con H, A Arm H, A Pru H, A Fin H, F Nor H, A Smy H, F StP (NC) H

FALL 1910 ORDERS are due Thursday, January 3, 1974 at noon, eastern time.

Press:

Rome(Eas-Aeg): I am playing this game under protest of what I believe is palpable failure of the gamesmaster to follow his own house-rules. John admits my contention that house-rule #3 obligates him to correct errors even if they are not brought immediately to his contention provided it can be done without disrupting the game, and he further admits that the situation that would exist without the error can be restored simply by placing my F Eas on the board. His contention in the face of the prima facie case for correction of his error is that the error, left uncorrected, became a part of the game which cannot be disrupted. But that is a sophistry which does not hold up if examined. No error can be corrected without disrupting the situation it creates! The phrase in the houserule is therefore reduced to "the error will be corrected only if it can be done without correcting the error" which is gibberish, and which I cannot accept as a legitimate interpretation. I am further unhappy with his summary, and chronology, but I won't go into that.

Impassable replies to Italy: The houserule's interpretation is the GM's and only he can determine the correct determination if the semantics happen not to be clear. With #3, it is not absolutely clear when an error, not reported, becomes non-correctable due to "disrupting the game." It was not an easy decision for me, as I had to balance all the factors, of which I tried to bring most up in last issue, and determine whether the error (mine) compounded by a player's "error" was correctable or not. According to #3, the players have a responsibility to bring to the GM's attention within the specified time period of any GM errors made. If not reported early, it is up to the GM to decide whether the error can be corrected. The point which had to be taken carefully was whether the player's lack of informing the GM in due time caused a new game to be formed on the basis of the GM's error. In 70BJ, a few seasons passed by with this error. As a result, the balance of power has shifted, and the alliance structure has also changed. It is true that GM's have a responsibility to correct errors, but so does the player! I can't say it any better than

(cont. next page, col. 1)

that the player's error "stood-off" the GM's error. Similarly, if Mr. Nixon has erred as President (you choose the error), then it was the citizen's responsibility to see that such error was corrected. However, if the citizens wait too long, whatever Mr. Nixon has done will sooner or later be unchangeable. Take, for example, the war in Vietnam. Perhaps Mr. McGovern was correct that we should have pulled out right away. If so, then Mr. Nixon was in "error" to keep us in there so long. But, it is now too late to get us out of there as he has done so. The deaths of hundreds or thousands of more Americans can not be "corrected." This analogy is a little off track, but as with this game, I felt that the error not correctable due to the player forgetting to remind me of the error for too long of a period. Yes, putting the unit back in Eas would put the game back to what it was, but that is missing the whole point that the game's players, alliances, and the balance of power have changed. The houserule was to allow the GM to decide when going back to the season of error was non-disrupting to a greater or lesser degree. If the GM could not determine this, then everytime an error was pointed out, even ten game years later, the GM would be forced to start all over. The responsibility given to the players to inform the GM of his errors was also an act of expediency to keep the game going forward. This, I sincerely believe, is the real ground of houserule #3.

The Hun, Kiel: "Lift your voices in joyous song!" "Mine eyes have seen the glory of the coming of the draw. Alas John Boyer's brain-child we will read no more ((You can become a subscriber, Howard)). He has loosed the fateful lightning of his terrible swift sword. But Impassable keeps marching on. Glory, glory, Hoosier Archives ((that's blasphemy!)). Glory, glory, Hoosier Archives. Glory, glory, Hoosier Archives. But Impassable keeps marching on!" "Brother Mark, why do you not sing? Did you not vote for the draw?!" "At this point in time, to the best of my recollection, I did not vote against the draw. However, I have the Constitutional duty to do whatever is best for me."

Game 1972AZ, Summer & Fall 1909

Note: Walter Blank will be substitute player from Dec. 5-Jan 5th for Italy: 101 Summit Ave., Eau Claire, WI 54701.

Summer 1909: Austria: D A Tyr, R A Boh-Vie

Fall 1909:

AUSTRIA(Osmanson): A Ukr S A Gal, A Gal S A Vie, A Sev-Mos, F Alb S A Tri, A Tri S A Vie/r/, A Bul-Rum, A Smy H, A Vie S A Gal, F Gre S Ita F Aeg H

ENGLAND(Wiskow): A War-Ukr, A Mos S A War-Ukr, A Pru-War, A Boh-Gal, A Sil S A Boh-Gal, A Liv S A Mos, A Den-Ber, F Bal C A Den-Ber, A Lon-Den, F Nth C A Lon-Den, A Mun S Fra, A Tyr, A Kie S A Mun, F Bot H, F Bel H

FRANCE(Mahler): F Ion-Alb, F Adr-Tri, A Ven S Eng A Boh-Vie/nso/, A Pie S A Tyr H/nso/, A Bur H, F Eas S F Tun-Ion, F Nap S F Tun-Ion, F Tun-Ion

ITALY(Hollingsworth): F Aeg S Aus F Gre H

AUTUMN & WINTER 1909 ORDERS are due Thursday, January 3, 1974, eastern time at noon.

Fall 1909 Supply Center Chart:

Austria: 7/1, Vie, Bud, Ser, Gre, Rum, Bul Sev, Ank, Smy (9) SP, lost 1

England: Hom, Nor, Den, Kie, StP, Hol, Ber, Bel, Swe, Mos, Mun, War (14) SP

France: Hom, Spa, Por, Tun, Rom, Nap, Ven, Tri (10) Bl

Italy: Con (1) SP

Press:

Radio Free Clyde(War-Ukr): My Dear Mr. Garibaldi: Do you really think I would allow the war to end before my French ally moved into the No. 2 spot? Come now; you must be letting Osmo do your thinking for you! (and see how far that's gotten him!). Just think, some day when Quincy is a Fid (Phonetic spelling of PH.D.) we will be able to say we knew him when he was just a frog. ((don't you mean, "just a tadpole?")

France: It looks like Osmanson is losing his homeland. Dear Garibaldi, when England has 18, I'll have at least 9, so Austria could have at most 7.

Stephan of LWOW: We thank F.O. Bull for his help in getting rid of Hugo the Baker, but how long does he plan on visiting our fair Galacia? As for Quincy the Nearsighted Frog, "He's only number two, he has to try harder, he has to try harder...."

Game 1972BG, Spring 1909

AUSTRIA(Pyle): A Ruh S Rus F Hol-Bel, A Mun S A Ruh, A Ber-Kie, A Sil-Ber, A Boh-Sil, A Vie-Boh, A War H, A Ukr H, A Ser H, A Bud H, F Ank H

ENGLAND(Keller): F Iri-NAT, A Par-Bre, A Pic S A Par-Bre/a/, F Eng S A Bel H, A Bel H,
(cont. next page, col. 1)

F Nth S A Bel, F Nor-StP, A Den H
 ITALY(Hrbek): F Con H, F Por S F Mid, F Spa
 (NC) S F Mid, F Mid S A Gas-Bre, A Gas-Bre,
 A Mar-Gas, A Bur S A Bre-Pic, A Bre-Pic
 RUSSIA(Fish): F StP(NC)-Bar, A Mos-StP,
 A Liv S A Mos-StP, F Hol-Bel, A Kie-Hol

FALL 1909 ORDERS are due Thursday, January 3,
 1974, at noon, eastern time.

Press:

Upsluck, Iowa (JBJP): OH SHIT!!!

London, April 1 (JBJP): May the Fleas of a
 thousand camels infest your armpits, Jim,
 may the great pumpkin fall on your head, Joe,
 and may a seagull follow you for the rest of
 your life Jim. It was a good game while it
 lasted...

Impassable: Which "Jim" gets which treatment?

Game 1972BW, Autumn & Winter 1908 and Spring
 1909

Error: Italy gets to build 1 for his unit
 annihilation last season.

Autumn 1908: Italy R A Gal-Vie

Winter 1908:

FRANCE(DePrisco): NOR. Will be 1 short,

GERMANY(Davies): SP

ITALY(Lindauer): B A Nap

RUSSIA(Knudsen): SP

TURKEY(Abbott): SP

Spring 1909:

FRANCE: NOR. A Edi H, F Lon H, F Yor H,
 F Eng H, A Ruh H, A Bel H, A Hol H, A Kie
 H, A Boh H, F Tyr H

GERMANY: A Ber S Rus A Pru-Sil, F Den S Rus
 F Nth

ITALY: A Bud-Gal/a/, A Mun-Sil, A Nap-Alb,
 A Tri-Ser/r/, A Vie-Bud, F Adr S A Nap-Alb,
 F Ion C A Nap-Alb, F Tyr S F Ion

RUSSIA: A Rum S A Gal-Bud, A Gal-Bud, A Pru-
 Sil, A War S A Pru-Sil, F Bal S Ger A Ber,
 F Nth S Ger F Den, F Nor S F Nth

TURKEY: A Ser S F Alb-Tri, F Alb-Tri, F Aeg
 S A Bul-Gre, A Con-Bul, F Eas-Ion, A Bul-Gre

SUMMER & FALL 1909 ORDERS are due Thursday,
 January 3, 1974 at noon, eastern time.

Press:

To Russia and Turkey from Italy: Congratula-
 tions on your excellent play of 1908. You
 outguessed me in just about every way possible.
 Hopefully for my sake, things will go a little
 bit better in 1909.

Will Mr. Mahler please submit stand-by moves
 for France? Thank you. His address is:
 %Math Dept., Princeton U., Princeton, NJ
 08540.

Game 1972CD, Summer & Fall 1908

Summer 1908: Turkey: NOR. GM D Tur A Smy
Fall 1908:

ENGLAND(Schleinkofer): F Hol S A Kie, A Kie
 H/r/, F Eng-Mid, F Iri S F Eng-Mid, F Nor-
 Nwg, A Pic-Bur, F Bel H, F Nth-Nor, F Swe H

FRANCE(McKeon): F Mid-Nat, F Por S Ita F
 Wes-Mid, A Bre H, A Par S A Bre, A Gas-Bur,
 A Ber-Kie, A Ruh S A Ber-Kie

ITALY(Morris): A Mun S Fra A Ber-Kie, A Boh-
 Sil, A Tri-Bud, A Ser-Bud, A Bul H, F Wes-
 Mid, F Tyr-Tun, F Con H, F Smy H, F Aeg S
 F Smy

RUSSIA(Brennan): A War-Pru, A Mos-War, A
 StP H, A Ukr S A Rum, A Rum H, A Ank-Smy

AUTUMN & WINTER 1908 ORDERS are due Thursday,
 January 3, 1974 at noon, eastern time.

Fall 1908 Supply Center Chart:

England: Hom, Den, ~~Kie~~, Swe, Nor, Hol, Bel,
~~Bre~~ (8) R1, lost 1

France: Par, Mar, Bre, Por, Spa, Ber, ~~Wah~~,
 Kie, ~~Tan~~ (7) SP

Italy: Hom, Vie, Tri, Bud, Ser, Con, Gre,
 Bul, Smy, Mun, Tun (13) B3

Russia: Hom, Rum, Ank (6) SP

Turkey: ~~Smy~~ (0) out of game.

Press:

Rome, Nov. 22, 1908: Tunis Retaken! After
 more than two years of foreign occupation, the
 African city has been liberated by the Italian
 Navy. A new "costa" for Admiral Corleone?
 Perhaps...

Game 1972CJ, Spring 1908

AUSTRIA(Verheiden): A Mar-Bur, A Mun S A Mar-
 Bur, A Bel-Pic, A Pie-Mar, A Ven-Pie,
 A Apu-Rom, A Vie-Tyr, A Bud-Gal, A Rum-Gal,
 A Ank H, F Tri-Alb, F Aeg-Bul (SC), F Ion-
 Tyr, F Adr-Ion, F Nap S F Ion-Tyr

ITALY(Iakofka): A Par-Gas, F Tus-Pie, A Bur-
 Mar, F Spa (SC) S A Bur-Mar, F Mid-Gas,
 F Tun-Ion

RUSSIA(Rumble, oops, Wrobel): F Lon-Eng,
 F Nth S F Lon-Eng, A Yor-Lon, A Edi-Wal,
 F NAT-Iri, F Nwg-Nat, F StP(NC)-Nor, F Sev
 H, A War-Ukr, A Mos-Ukr, A Hol-Bel, A Ruh S
 A Hol-Bel, A Kie-Ber

(cont. next page on col. 1)

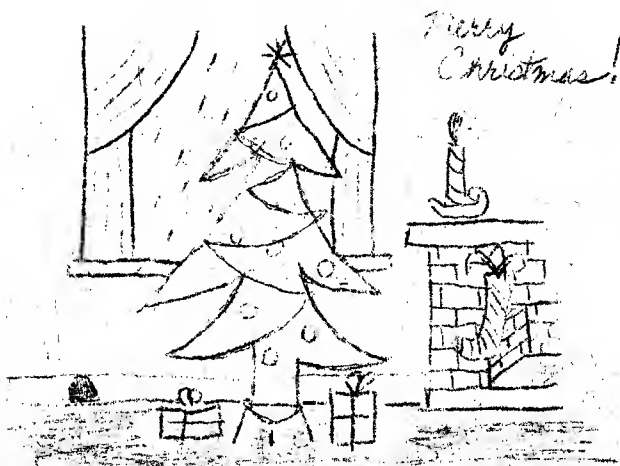
FALL 1908 ORDERS are due Thursday, January 3, 1974 at noon, eastern time.

Press:

THE DREAM MAKER: Rumble had escaped from the Air Force Base and, in a new Mazda especially stolen for the occasion, was traveling north away from his pursuers. "I have left an impression with the Base Commander that we would be traveling south. I have also disposed of the owner of this auto for a few days so we can travel in peace," stated Lendore in his always emphatic tone. Stan's mind was elsewhere. It was thinking of the last time he was on this road heading toward Seattle. There it had all begun, the possession by Lendore, the carnage in the Seattle street, the dead police officers, the plane crash and the murder of his wife and son. He ached to see Erika again, but he knew he would not. Strangely enough, Lendore did not seem to know his thoughts. In the last few days, Lendore's hold on him seemed to weaken--or maybe it was what Lendore wanted him to think. "Lendore, why are we going toward Seattle."

"Because it is where I have sensed Sinestrae to be; and, worst of all, I believe he has a host." "But then we can't combat him Lendore. You are weaker than he in such a situation." "I don't think so Rumble. You are working with me. Sinestrae's host will not yet be accustomed to possession." They drove for a few hours. Without conscious orders from Lendore they went to that burned out hulk of a tenement. The buildings in the area were all boarded up--Sinestrae's attack, which had killed Vorjak's host, produced a huge fire which gutted 30 buildings and killed scores of innocent people. "Sinestrae is here, Rumble, in that building. This will be the final battle. Let us meet him."

--to be continued.



Game 1972CK, Spring 1907

Error: England has A StP, not A Liv in Winter 1906 Positions.

Spring 1907:

AUSTRIA(Chin): F Adr S Tur F Eas-Ion, A Ven-Pie, A Tri-Tyr, A Vie S A Tri-Tyr, A Boh S Ger A Ber-Mun, A Sil S Ger A Ber-Mun, A War-Pru, A Mos-Liv, A Sev-Ukr
ENGLAND(St. Johns): F Spa(SC)-Lyo, F Wes H, F Mid-NAF, A Mun-Sil/a/, A Ruh-Mun, A Pru-Ber, A Kie S A Pru-Ber, A StP-Liv; F Bal S A StP-Liv, A Nor-StP, F Bar S A Nor-StP, F Nth C A Yor-Bel, A Yor-Bel, A Edi H
GERMANY(Lindauer): A Ber-Mun, A Mun-Bur/nsu/, A Ruh-Bel/nsu/, A Hol-Lon/nsu/, A Sil S A Ber-Mun/nsu/, A Par-Bre/nsu/
ITALY(Gershenson): F Nap-Ion/r/, F Tun S F Nap-Ion, A Mar-Pie, A Tyr-Roh/a/.
TURKEY(White): F Rom-Nap, A Apu S F Rom-Nap, F Eas-Ion, F Aeg S F Eas-Ion, A Gre H

SUMMER & FALL 1907 ORDERS are due Thursday, January 3, 1974 at noon, eastern time.

Press:

Dum Fuhrer: "What do you mean only vun army left!"

Impassable: One more strike and the Reich is out!

Game 1972DD, Autumn & Winter 1907

Autumn 1907: France R F Wes-Spa(SC)

Winter 1907:

AUSTRIA(Leerkamp): D A Rum

ENGLAND(Dick): SP

FRANCE(Fujihara): D F Lyo

GERMANY(Chin): B F Kie

ITALY(Roll): B A Ven

SPRING 1908 ORDERS are due Thursday, January 3, 1974 at noon, eastern time.

Winter 1907 Positions:

Austria: F Wes, A Liv, A War, A Ukr, A Tyr, A Boh, A Sil, A Gal (8); England: F NAT, F Lon, F Edi, A StP (4); France: A Pru, F Spa(SC), F Mid, A Bur, A Mar, A Gas (6); Germany: A Mos, A Ber, A Ruh, A Mun, F Nth, F Eng, F Kie, A Liv (8); Italy: F NAF, F Tyr, F Tus, A Pie, F Ion, F Con, A Sev, A Ven (8)

Errors: German Army Livonia was not /a/. Thus builds only one. England has four and does not build.

No Press.

Game 1972DF, Spring 1907

Vote on draw: Eng, Aus: no; Ger, Tur: Yes, motion is defeated.

Spring 1907:

AUSTRIA(Conner): A Vie S Tur A Gal-Boh, A Tyr S Tur A Gal-Boh, A Ven S A Tyr, A Pie H

ENGLAND(Lindauer): A Lvp-Yor, A Liv S A Mos, A Mos S A Liv, F Bre-Mid, F Ebi-Nth, F Lon-Eng, F Mar-Lyo, F Mid-Wes, F Por S F Bre-Mid, F Spa(SC) S F Mar-Lyo

GERMANY(McKeon): A War H, A Pru S A War, A Sil S A Boh, A Mun S A Boh, A Boh S A Mun, A Bur-Mar, A Gas H, F Kie H, F Bal H

TURKEY(Blank): F Naf-Mid, F Wes-Spa(SC), F Tyr-Lyo, F Ion-Nap, A Bul-Rum, A Sev S A Ukr, A Ukr S A Rum-Gal, A Rum-Gal, A Gal-Boh, A Tus-Rom, F Tun-Tyr

FALL 1907 ORDERS are due Thursday, January 3, 1974 at noon, eastern time.

Press:

Vienna: Emperor William IV denounced Chancellor McKeon's continued occupation of the Austrian province of Bohemia.

Budapest: Austrian Ambassador Peter Prevaricator called for a summit meeting at the highest summit in Tibet aboard the BLUE DANUBE WALTZ; invitations were sent out to England's Henry Kissinger and Turkey's Hobbi Nob Job; it was anticipated that Austria's view of the Bohemian occupation by Germany would be the subject of the meeting.

England: Walter, when I called for a draw, you were totally against it. I wonder, how come all of a sudden you changed your mind?

Impassable: It likely won't matter whether Turkey wins or draws this game as either way he'll get into one of the post-season tournament games.

----- LOST HORIZONS.....#11

From here on for a few pages will be the 11th issue of Lost Horizons. We postponed the issue once for one game which we fouled up. Then, that new deadline got in the way of publishing the IDA's Diplomacy Review. Sorry, but I felt that 207 people were more important than 35. Anyhow, to make up, I'm putting it in Impassable #30 and thus you're getting a big issue, for those who are only in Lost Horizons. Now to the games, but first, we'd like to announce that a few openings are left in the Scotios Scripti III game which we've opened up a while ago. We now have two

paid players and one interested--let yourself go free and join up! Hey, what about you guys in the other SSIII game? Care to join a second game for \$6.00?

Okay, we are now announcing the beginning of our second postal 1721 game, and the third 1721 game to start in postal history:

Player	National Preferences									
Kostoff	F	S	E	A	O	R	P			
Biehl	A	S	P	E	R	O	F			
Osmanson	A	P	S	R	F	E	O			
Mahler	P	S	O	A	R	E	F			
Dick	E	S	O	A	R	P	F			
Rocamora	P	A	F	E	S	R	O			
Coyne	A	P	F	R	O	E	S			

As you can see, flips were made in favor of Coyne for Austria, and Rocamora for Poland. Others got choices that produced the highest finish possible for their choices, outside of the flip for Spain which Biehl won.

The addresses of the players follows:

John Biehl, 4002 W 32nd Ave., Vancouver 8, B.C., Canada

William Osmanson, 1015 Union Street, Morris, IL 60450

Howard Mahler, Math Department, Princeton University, Princeton, NJ 08540

Douglas Dick, 9468 Beecher Rd., Flushing, MI 48433

Michael Rocamora, 301 E. 56th St., Apt. 3C, New York, NY 10022

Christopher Coyne, 5422 Harvey Way, Long Beach, CA 90909

Mike Kostoff, 8488 Clematis Drive, Orlando, FL 32811

Howard Mahler is a student at Princeton U., and though he hasn't told me about any temporary address changes for Christmas, I'll give his home address: 7-16 Legget Place, Whitestone, NY 11357. Don't use this unless you get no immediate response from Princeton. Anyhow, there's plenty of time since your first deadline has been set for:

SPRING 1721 ORDERS are due Monday, January 7, 1974 at noon, eastern time.

The rules are those provided except that we are not allowing Switzerland be passable. Also, to win, you must have 26 supply centers. The other game is for 10 years with the most and allows Switzerland to be passable. That, I believe, takes care of everything and so may God bless you Gentlemen for the holidays and may your armies and fleets meet with good fortune. In the name of peace, let there be no war! Huh? Whadda I say?

CLUE, CL73A, Friday, Week One

The participation in this game has been declining of late. We know that this game has been a trial, and I did say it would be experimental and I did add that your gamefee would apply to a second game when the rules were consolidated. I believe that we have now formed up our rules firmly and clearly. We'll list them below, but first, I wish to make an announcement about the second game to open up in Lost Horizons: The second game is reserved to those of the first game, but since we only have five and since it may be possible one of those five will not play, we have two new players who fill the next game up. So, please let me know if you wish to continue this first game, and if you want to be in the second game! If you want to be in the second game, give me your preference list for persons in the game (Col. Mustard, Mrs. White, etc.). If all five of you want to play, we will have seven with the other two in the game with the seventh being given a new identity: Dr. Brown. If this occurs, we will have a Dr. Brown clue card added to the clues. So, don't forget to let me know by next deadline!!!!!! Also, let us have a vote on whether to make the second game anonymous or not--but remember that when everyone knows everyone else in the game, that exchanges of clues could take place! A majority vote of the original 5 will carry.

Now to the game:

Friday, Week One:

MRS. WHITE: Moves Kitchen-Dining Room, and remains there.

Asks Mrs. Peacock: Prof. Plum
Candlestick
Dining Room

Gets a clue _____

MR. GREEN: Moves Conservatory-Billard Room, stays there.

Asks Mrs. Peacock: Revolver
Mrs. Peacock
Billard Room

Gets Clue _____

MISS SCARLET: NOR. remains in Kitchen

PROF. PLUM: NOR. Was in Lounge, but was moved to Dining Room by Mrs. White.

MRS. PEACOCK: NOR. Was in Conservatory, but was moved to Billard Room by Mr. Green.

The Rules have been solidified to the following (all rules of the regular game apply except as noted below):

POSTAL RULES FOR CLUE, BASIC

1. The game is played with five to seven players. If a seventh is playing, we add a Dr. Brown to the clues.

2. If a seventh is playing, we also add a "weapon" clue: arsenic.

3. All players can choose their starting locations within any room available on the board. Since no two players are allowed to start in any single room, a preference list of rooms is necessary. Highest choices will prevail and ties broken by the GM in a fair manner. Person preferences and room preferences are due to the GM prior to dealing out of the clues to the players.

4. Movement of the persons are made between adjacent rooms. The only criss-cross movements allowed through the middle of the board is via the usual two secret passageways.

5. Dice are not used. If two or more persons enter the room at the same time, this is allowed. Movement via suggestion is also allowed in this game and applies as stated except for the following modifications:

a. Movements of all persons are made simultaneous in the first part of each day's turn. Then, the movement caused by suggestion of other persons takes place in the second part of the day's turn. Thus, everyone gets to move to a room he so desires to ask his questions before being moved via a suggestion.

b. If a person is "suggested" to two or more different rooms, he is not moved at all.

c. A person can avoid being suggested to another room by suggesting himself in his questions.

6. Each player is allowed to make "one" suggestion per day's turn made up of three questions: who, with what, and where. However, the players can ask only one person on each turn. Thus, suggestions are not passed around until you receive a clue. It stops with the first person asked. You can then ask again next turn of a different person or a different person with same or different questions.

7. Each player will receive from the GM his share of the clues. Clues will be divided equally with extra clues made public to all players. However, categories of clues may not be divided up equally as they will be mixed and random.

8. Each player will be allowed (and is required) to give the GM a clue give-away preference list. Let's say you have: Miss Scarlet, Dr. Brown, and Arsenic. You can send in general orders to determine which cards to "expose" to the other players--even stating a different order for each of the other players if you so desire. The order may be changed

(cont. next page, col. 1)

at any time by the players for their clues. All that is required is that the GM has your revised preference list by the deadline date they are to be effective.

* * * * *

Those are the rules, and I believe that they are good rules. If the second game works out, we will attempt a variant--either with more types of clues, different layout/board, and even one with a murderer as a player with different win objectives. Interesting? But, let's get the second game rolling!

Oops, forgot a rule #9: Turns are taken in "days" as this helps keep track of the turns for postal games. The days can make more than a week, so then we will number the week we're in, also.

SATURDAY, WEEK ONE ORDERS are due Monday, January 7, 1974 at noon, eastern time.

Game 1973Ccz, July 1870 Revisited, sigh

Big Foul-up: We left out Italy's orders for July 1870 so we delayed the deadline one week and mailed out his orders. As it turned out, one player did not send in his moves, and another requested a delay. Okay, so we'll print the July 1870 results once again and reset the August 1870 deadline and say a prayer!

July 1870:

ENGLAND(Doble): F Nor-Nwg, F Fin(NC)-Nor, F Lon-Eng, F Nth S F Lon-Eng, F Lvp-Iri, F Gre-Art

FRANCE(Greenwell): A Bel-Pic, A Bur-Bel, A Mar-Spa, F Eng-Iri/r/, F Wes-Can, F Mau S F Wes-Can, F Iri-Heb

GERMANY(Ricci): A Den S F Bal-Swe, A Hol-Ruh, A Mun-Ruh, F Swe-Ska, F Bal-Swe

CANADA(Monahan): F Nat-Arc, A Lab embarks F Dav, A/F Dav-Nat, A/F Grand Banks-Dav/nsu/, A/F StL/u/, A Dav disembarks-Gre, A Mis-Mag

USA(Lang): A Ric S F Wat-NCa, A Ten S F Wat-NCa, F Wat-NCa, A Ken H, A Mar H, F Phi-Wat, F New S F Phi-Wat, F Azo H

CSA(Biehl): A Jac-Cha, A Mag-Ten, F Cub-Bah, F Ber C A Jac-Cha

AUGUST 1870 ORDERS are due Monday, January 7, 1974 at noon, eastern time.

AND AGAIN, I LEFT OUT THE ITALIAN ORDERS--BUT I CAUGHT MYSELF! HA, HA! HERE IT IS!

ITALY(Bennett): F Mor S Fra F Wes-Can, A Ven-Tyr, F Sue-Ind Pac O.B., F Eas-Sue, F Ion-Eas, F Nap-Ion, A Tyr-Aus

There must be a jink on this game.....

Game 1971Dbu, Summer & Fall 1908

Note: We thank Mr. Ricci for trying his best to enter this game, but Mr. Biehl has come through with his orders. Sorry! We hope that Mr. Ricci will continue to be a stand-by.

Summer 1908: Japan R F SPa-Fuj

Fall 1908:

AUSTRIA(Tilson): F Aeg H, A Con H, A Ira-Tur, A Boh-Sil, A Gal S A Boh-Sil, A Ukr-War, A Rum S A Gal, A Vna-Boh, A Tyo S A Vna-Boh, A Bud-Tri

CHINA(Biehl): A Cal-Mad, A Tib S A Bur-Cal, A Bur-Cal, A Kan S A Skg H, F And-Bay, F Sia-Sai, A Tha-Lao, F Pek-Man, F Can-Sch/r/, A Skg H

ENGLAND(Kelly): F SPa S F Mid OBB-NPa, F Mid OBB-NPa, F Nat OBB S F Mid OBB-NPa, F Nth-Eng, F Nor-Nth, A Yor-Lon, F Por S F Spa (SC), F Spa(SC) S F Por/a/

GERMANY(Weidmark): F Swe/u/, A Bre-Gas, A Bur-Gas, A Sil-War, A Pru S A Sil-War, A War-Mos, A Liv S A War-Mos, F Bot-StP(SC), F Hol-Bel, A Sax S A Mun, A Mun H

INDIA(Hubbard): F Bay S A Del-Cal, A Dec S A Del-Cal, A Del-Cal

ITALY(Boler): F Ara-Per, F Som-Ara, F WIn S, F Ein-Mad/nsu/, F Eas-Smy, F Tyr-Ion, F Lyo S A Mar-Spa, F Wes S A Mar-Spa, F Mid-Bre, F Gas S F Mid-Bre, A Mar-Spa, A Pie-Mar, A Ven H, A Ank S F Eas-Smy, A Mor H

JAPAN(Labelle): F Ann-Vtn, F Sum S Ind F, Ein-And/nso/, F Mal-Sia, F Bor S Mal-Sia, F Ech-Can, F Sch S Ech-Can, A Man-IMO, A Sib-Skg, A Omo S A Sib-Skg, F Kor-Yel, F Sja-Ech, F Fuj-Osa, F NPa H/r/ and while retreating, urinates in the general direction of England.

RUSSIA(McCall): A Oms-StP, A Mos S A Oms-StP/r/

AUTUMN & WINTER 1908 ORDERS are due Monday, January 7, 1974 at noon, eastern time.

Fall 1908 Supply Center Chart:

Austria: Hom, Ser, Bul, Gre, Con, Rum, Sev? (9 or 10) SP or RI

China: Han, Pek, ~~Can~~, Man, Sai, Mad, Bma, Tha, Cam, Joh, Cal, Skg, Vtn (11) RI

England: Hom, Nor, StP, Por, ~~Spa~~ (7) SP, lost 1

Germany: Hom, Bel, Den, Hol, Par, Swe, War, Bre, Mos (12) RI

India: ~~Mad~~, Del, Cey, Ira (3) RI

Italy: Hom, Eth, Pen, Egy, Tun, Yem, Smy, Bag, Ank, Mor, Mar, Spa (15) RI

Japan: Hom, For, Kor, Phi, Jav, Bor, Kor, Vla, ~~Man~~, Sai, Omo, Can, Vtn (13) SP

Russia: Mos, Oms, Sev? (1 or 2) SP or RI

Please note that Russia can retreat into Sev and thus capture that center. It is up to him. Austria should send in a removal in the event that Russia retreats into Sev.

Press:

Emperor (not Kahn) Syu-ma Chien: The Emperor was in a bellicose mood, "It is unfortunate that my honourable generals declined to advance, however, this has shown India's intentions--India has no strategy other than concerning itself. China's naval armament was meant solely for defence of its coastline. Obviously, Japan, incensed by "press fabrication," but also concerned decided to break a period of peace. China recognizes both its enemies, especially India. China calls for Italian and English help to preserve the peace of the world.

Berlin: How many letters did I write? 46? No, 47.. One response, from Tilson telling me to shove it (paraphrased for effect). Ah well, maybe I'll get a letter from Burn't Labelle. (That's a hot one, get it?) Ooooh.

Punjab to Osaka: Whazzis? Camel Dung? Ohh, yes, now I recall--supposed to be a great delicacy in Japan. No, I can't say I've ever tried any. Tell you what, though--you send us some camel dung, and I'll send you a batch of Happy Hubby's Finest-Kind Half-Baked Hash Brownies. We consider them a great delicacy! One thing, though. Don't eat them unless you don't have anything important to do for the next few hours?

As for dying of cancer--well, it's not bloody likely! It's true I "smoke at mouth" from time to time, but never fret--nicotine's got nothing to do with it!

You're right about one thing, though--I don't know much about Kung-Fu. I think David Carradine's a miserable actor.

Jhelai: Rumor has it that upon tasting his first bowlful of Camel Dung, the Emperor Burton-San was heard to remark, "Hey, that's pretty good shit!"

PS: Look up what NAACP stands for.

Impassable Dictionary: "Not At All Completely Puny."

PPS: The ability of the editor to continually get in the last word can be overabused, therefore, no more press releases in this game.

Big deal, huh?

Impassable: Big deal! The little Jap is chicken of a press war? We play westernized games around here--we stack the rules! and besides, who ever gets the last word? A press war is more than a single issue--you can always come back with a Don Rickle Race Pun to top mine!

Rome: His Majesty wishes to know if the current ethnic war going on between Tokyo and the GM is open to everybody or a closed affair. If open, we Wops wish to tell the Frogs, the Krauts, the Limmeyes, the Hunkies, the Gooks, and the Sloops to all go to hell! If closed, please excuse the interference. Impassable: Not too bad, I give you three points for the effort. Let see if Tokyo can top your three points (If he won't battle us, maybe he'll battle them Sloppy Wops?). Sorry about spelling Boler Bohr, but your handwriting is typical of sloppy Wops! (Mark that down, that's worth 2 points!) Okay, one racial slur per season. Wops 3, Squids (Switz?) 2, all others, zero.

1721 II, 1973AYec, Spring 1722

POLISH-RUSSIAN WAR BREAKS OUT OVER "BIG FRONT!"

Will anyone with the second version of the 1721 map please submit standby orders for France? Thanks.

Spring 1722:

AUSTRIA(Keller): F Nap H, A Pap S A Vie-ROV, A Han/u/, A Rhi S A Tyr-Swi, A Boh-Kas, A Vie-ROV, A Bud-Vie

ENGLAND(Trtek): F Nwg S Rus A Sto-Chr/nso/, F Nth-Heil, A Hol S Fra A Rhe-Net/nso/, F Ice H, F Yor(EC)-Nth, F Sco(WC)-Cly

FRANCE(Drews): NOR. GM used G.O.'s.

F Hol H, A Rhe S F Hol, A Mil H, F Sav S A Mil, A Tou S F Sav, A Auv S A Rhe, A Ver S A Rhe

OTTOMAN EMPIRE(Schleinkofer): F Cen-Sic, F Eas-Cre, A Gre H, A Sin-Con, A Cau-Kub

POLAND(Lindauer): A Got S Rus A Sto-Chr/nso/, A Kra-Mal, A Pom-Den, A Pos-Bra, A Pru-War, F Bal S A Got, F Lit-Est

RUSSIA(Weidmark): A StP-Got, A Sto S A StP-Got, F Rot C A StP-Got, A Var H, A Kie-Mol, A Mos-Ast

SPAIN(Vane): F Wes-STy, F Bar S F Wes-STy, A Sar H, F Gra-Wes, F Sev-Mid, A Por-Mad

FALL 1722 ORDERS are due Monday, January 7, 1974 at noon, eastern time.

Press:

Moscow, The Royal Palace: Czar Marcus the Gruesome took to the high chair earlier this year. The Czar took a itty bitt step forward by declaring Moscow the third and last Rome, and declaring himself Pope of the Eastern Church. Said the Pope/Czar/Creep: "I am very religious. Passing the plate is a sacred ritual, and we shan't stop passing it until (cont. next page, col. 1)

it reaches Krakow." Estimations of a long war with the Polacks, seem correct, unless of course the Poles have read Eddy Shack's biography, then it might last an eternity. Assertions that the Russians will retreat to Vladivostok if need be are fully false. We'll retreat to Seattle if we have to! (But not Vladivostok...too many chinks about).

Sardinia, May 1, 1722: The Colonial Army dug into the Island of Sardinia as shore bombardment is feared by many because the field army is not equipped with heavy coastal guns. The pieces are expected to arrive in the Fall, brought by a fleet out of Granada.

Meanwhile, in a small villa in Seville, a top level meeting is taking place. Someone must find the Jade, which became lost after the sacking of the Barbary Coast.

Aboard the Impassable: "Land ahoy! Land ahoy!" Yelled the sailor on top of the main mast and leaning over the crow's nest. Captain John Boyer craned his neck upward and the parrot bit his neck, "Hey! Watch it Polly, or I'll cut your cracker rations! Where is the land!" he yelled back. "Off starboard! 'Bout 5 leagues!" Picking up his Scope, the Captain strained his eyes, oops, eye and finally saw the shape of the land. He looked at the map he was holding, wiped away the Parrot dirt and saw that the ship was 55° Latitude north, and 7° Longitude east. This puts Impassable just off Denmark's western coast! "Hey! That's Denmark over there! We made it! Now we will get them Polish Pirates!"

AN ANONYMOUS LETTER TO THE EDITOR!

A two-game Diplomacy tournament in Impassable, described in Issue #28, could greatly boost the popularity of our magazine's games, and its results might prove worthy of future comparative analysis--yet one possibility mentioned caused me to pause and wonder.

By this I mean the idea of "some" players being in both games. The "course of events" in Impassable's games seem to indicate that "some" will probably be at least four. If such a thing became a reality, I'm afraid we'd have something unforeseen on our hands...

Just picture this type of situation--four two-game players afraid to backstab or make any alliance changes in one game for fear of reprisals in the other. Naturally, the one-game people would be at an even worse disadvantage, as in most regular postal-Diplomacy games. Hopefully, of course, our tournament will be free of all outside influence.

It may be good that this kind of "bi-championship" would keep the participants more honest and scrupulous, less likely to stab an ally, etc. But then--is Diplomacy a game of forthright character?

In any case, I hope--as I'm sure other Impassable players do--that any potential hang-ups like this one will be discussed and thought out sometime soon.

--A player.

Impassable replies: Perhaps I didn't make myself clear on the tournament games to be held in Impassable, but even though it would be possible to be the best French player and also a winner, the player would have to decide which game to enter. Of course, in an effort to promote tournaments of best national winners rather than best game winners, I have offered to make it free. This will cost me some money, but I am hoping that some will "contribute" to the game's cost, if they so desire.

So, what we will do is ask all best finishers to play in our "free" championship game, and offer a \$6.00 game for the "winners" of the seven games we have. Naturally, there will be some exceptions as either game will have to fill certain gaps with second place winners of both categories--but our prime hope is that we obtain all best national winners for the championship of national winners (gee, I don't know what to call it!) whereas the "Winners' Game" may have to do with second place finishers.

We have only one question unsolved in our head about the "National Winnters" is whether they must play the same country (as they obviously must be good at) or choose via a preference list. Any ideas on this?

In conclusion, is the alternative of allowing players to be in both games, if eligible a good one? Admittedly, this would reduce the "spread" of Impassable players, but we could make this up with a third game for "Second-place Winners." Anyhow we look at it, we will first have to see how many people will play another game in Impassable, if there is any shortage (even for two games) then we will have to allow players to be in both if they qualify.

Some women blush when they are kissed; some call for the police, some swear; some bite. But the worst are those who laugh.--Anonymous.

A little more than kin, and less than kind.

--Shakespeare.

ANOTHER LETTER TO US

From John Coleman, publisher of Domination:

Voici Domination! Thank you for your plug-- I am Canadian only by location--English in every other respect.

John Piggott's article was very interesting (Impassable #29). His main point--"don't produce something you'll be ashamed of later" makes me wish every issue that I'd bought a mimeograph. Too expensive to run, though. (In Canada stencils are 20¢ compared with 6¢ for ditto masters) I have finally (I think) worked out what I am doing wrong with my machine--nothing! The masters I have been using were "old stock" which I got at half-price. I just got a new box and much more ink seems to be transferred with the same pressure. We'll see nextish...

Anyway, to continue, your suggestion (#29, p. 7) that new publishers can learn to be good is a bit questionable. Some things can doubtless be learned, but grammar, spelling etc are the product of 12 years at school. If you haven't "got it" by the time you leave you probably never will. More important, the "I don't care if it is sloppy" attitude is a function of the person's total personality and philosophy, and, again, cannot easily be changed.

Impassable replies: In relation to "learning how to be a publisher," I was assuming that we would have a capable person to start with. What I meant was "teaching" them how to compose their issues, how to adjudicate in a systematic order, how to handle a small, postal game business. It is these same areas that I had most difficulty with in Impassable. I felt that after 16 years of school that I knew how to read, write, and do arithmetic.

Nevertheless, there are a few publishers of the future who will and could use help from the rest of us in making some of the more major and even minor decisions. The only alternative is to hope that they have been in the hobby long enough to pick up the information. When I wanted to get into publishing, I accomplished this mostly through asking Walker and Miller hundreds of questions, not counting or mentioning the many others I have asked questions of--they all must have felt I was a pest, but I hope Impassable has helped to make them feel that they improved the hobby with their "education" of me as their forced-upon student. Oh well, if anyone else has any ideas on this subject of publishing, they're welcomed to send me a letter/article.

TWO RATING SYSTEM ARTICLES!!

Holy toledo! Poor me! I'm out of my class when it comes to discussing ratings, and I'll admit that! Consequently, for my edification and for the curiosity of others, we are presenting both! The first is "Rabone Rating System Proposal" by William T. Conner, and the second is "The Doug Beyerlein Memorial Rating Carnival System" by Len Lakofka. ((The Doug Beyerlein Memorial? I didn't know he was dead! Heh, heh)) On to the technicalities!

RABONE RATING SYSTEM PROPOSAL

by William T. Conner

The "Rabone Rating System" is a slight modification to my earlier proposal simply identified as "Another Rating System." It incorporates thoughts fed to me by each of you mentioned above ((Beyerlein, Birsan, Boyer and one "L", Lakofka)), including Impassable #29 with articles by Lenard and Douglas. By way of identification--Edi answered some of my rating questions earlier by publishing articles from some of the guys and discussing those articles. I have decided to continue the idea of pushing the rating discussion at this time to get my piece said...subsequently, I decided to give it a name instead of "another rating system."

What more fitting name than to build it from the guys who have been encouraging my interest. I surveyed all the last letters in our last names--shown above. The led me to the most prominent letters--E5, R4, N4, B3, A3, and O3...messing around a little brought me to "Rabone" which seems easy to pronounce and reflects the combined interest and encouragement involved (I can't type nor spell--but then I don't publish 'zines either--so bare with me your misfortunes).

Consequently, I proudly introduce the RABONE RATING SYSTEM for your target practice. ((The first example provided, a table, is printed on top of next page, please read that prior to continuing on this page.--Ed.))

Now to national difficulty (N.D. Points): Len made an excellent statistically proper analysis that looks great and is just what I needed for a good proposal. What I am searching for is a handicap such as golf or bowling, that little extra edge which allows a poor country to start a little better--perhaps less frenzied. Using Len's listing of wins... Russia 56, England 39, Turkey 38, France 34, Austria 31, Germany 26, and Italy 22...now using a dirty trick, I propose moving the

(cont. next pg. below table)

THE EXAMPLE TALKED ABOUT...

	<u>00</u>	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>	<u>10</u>	<u>11</u>	<u>12</u>	<u>13</u>	<u>14</u>
RUSSIA...A	<u>4</u>	<u>6</u>	<u>4</u>	<u>3</u>	<u>2</u>										
I					*	3	4	5	6	6	7	8	9	11	10
ENGLAND..B	3	4	3	1											
H				*	-	-	-	-	-	-	-	-	-	-	-
TURKEY...C	3	4	5	6	6	7	7	8	9	9	10	11	12	8	9
FRANCE...D	3	5	5	6	7	6	5	3	1	-	-	-	-	-	-
AUSTRIA..E	3	6	7	6	7	4	2								
J							*	1	2	2	3	4	4	4	5
GERMANY..F	3	5	6	7	7	8	9	11	11	12	8	4	1	1	-
ITALY....G	3	4	4	5	5	6	7	6	5						
K									*	5	6	7	8	10	10
SUPPLY CENTERS	22	34	34	34	34	34	34	34	34	34	34	34	34	34	34

The capital letters, of course, represent players and the * represent player changes with a different letter. All the varying numbers represent controlled supply centers. This example displays the supply center concept.

* * * * *

decimal points to...Russia 5.6, England 3.9, Turkey 3.8, France 3.4, Germany 2.6, and Italy 2.2...this in effect puts Russia a little ahead of a tied England and Turkey, a shade ahead in turn of France and Austria tied, and again in turn, a shade ahead of a tied Germany and Italy...now applying the handicap (backwards to victory situations) Russia 0 handicap, England & Turkey 1 handicap each, France and Austria 2 handicap each, and Germany and Italy 3 handicap each. Either that or turn them all simply backwards starting from zero--0 for Russia, 1 for England, 2 for Turkey, and so on. Or looking at a table...

NATIONAL DIFFICULTY HANDICAP

Country	<u>Straight</u>	<u>Wins</u>	<u>Tricky</u>
Russia	0	56	0
England	1	39	1
Turkey	2	38	1
France	3	34	2
Austria	4	31	2
Germany	5	26	3
Italy	6	22	3

A common sense review rather than pure math analysis leads me to consider a handicap spread for Italy of 6 points over Russia is simply too much; subsequently, I propose that that the tricky spread from 0 to 3 is more logical; it gives the German and Italian a 3 point handicap at the start which is his to protect or lose. It does not become a multiplier, it is simply applied once and forgotten; and that application to be done at the start of the game--1900!

Upon review of the Year Points, I don't believe Len and I are really very far apart; it must be that I have explained it poorly before and I resubmit this idea now using a comparison of Russia and England in the RABONE RATING SYSTEM example on the top of this page where Russia survived through Fall 1914 while England survived only through Fall 1903. The RABONE RATING SYSTEM would grant Russia 14 points and England 3 points at one earned per year--A DIFFERENCE of 11 points!

As I understand the Rogues' Gallery Rating System, it subtracts points for elimination, first eliminated losing most points--I would gather that England would lose 11 points. Subsequently, I believe the biggest difference between the RABONE RATING SYSTEM and the ROGUES' GALLERY is that the RABONE SYSTEM give positive points, while the Rogues' Gallery gives negative points, but the differences are basically the same.

Now, let's apply country and then player points, a player's points can be calculated when he leaves the game...

(continued next page)

COUNTRY POINTS TABLE

	Nat. Diff.	Supply Center	Year Points	Total Points
Russia	0	6	14	20
England	1	-	3	4
Turkey	1	6	14	21
France	2	-	8	10
Austria	2	2	14	18
Germany	3	-	13	16
Italy	3	7	14	24

.....) Supply Center Points are earned one point for each supply center gained over your starting position, but it can never be a negative number!

The Rabone SYSTEM

Subsequently, Player C (Turkey not Italy) collected 21 points and is awarded the position of most effective player. Player I (2nd Russian Player) collected 17 points and is awarded second most effective player. Player F (Germany) collected 16 points and is awarded third most effective player. Player G (1st Italian) collected 13 points and fourth most effective. Player K (2nd Italian) collected 11 points and fifth most effective. Player D (France) collected 10 points and sixth most effective. Player E (1st Austrian) collected 8 points to become the seventh most effective. I'm tired typing this-- instead I'll add it as a column to the player points.....

PLAYER POINTS TABLE

	Nat. Diff.	Supply Center	Year Points	Total Points	Most Effect. Player
Player					
A	0	-	4	4	9**
B	1	-	3	4	9**
C	1	6	14	21	1 Win
D	2	-	8	10	6
E	2	-	6	8	7
F	3	-	13	16	3
G	3	2	8	13	4
H	-	-	-	-	11
I	-	7	10	17	2
J	-	3	3	6	8
K	-	5	6	11	5

WHAT IS IMPORTANT IS THE FOLLOWING!

Italy was the winning country, but the Turkish player played the most consistent and effective game of anyone! The Italian player would have won had he stuck with it since his country had the most points; as it was, the original Italian player dropped out at the end of the eighth year and subsequently wound-up being 4th most effective, while the second Italian player picked up from there and earned the position of 5th most effective.

Now, I believe that everyone will agree that Italy and/or Russia were winning countries--but this is the end only! What about the early and middle stages? If we were really interested in a history book image, who would we recognize as a master diplomat??? Consider Hitler, Napoleon, Ceasar, Bismark, Stalin, Alexander... Hitler, Napoleon and Alexander had accomplishments and consequences, but the others far outshone them in history as statesmen developing a success pattern which offered their country prosperity beyond their individual lives.

Gentlemen, I submit to you that Player C (Turkey) was in fact the game's most effective player and that Player H (England) was the game's least effective player as the RABONE SYSTEM demonstrated. I further submit that
(cont. next column)

neither Italian player (G or K) deserves being crowned the game's most effective player despite the fact that Italy won. And I finally submit, that Russia's second player (Player I) was the game's second most effective player. The key thing involved is that I am rating the entire game--not just the end!

It is suggested that the RABONE SYSTEM be considered in two parts: one for beginning a game and the other for substituting (stand-by) in a game. Such as...

Example Two	Original Games-Pts	Stand-by Games-Pts	Total Games-Pts
John Boyer	10--150	8--60	18--210
Edi Birsan	2--25	21--99	23--124
Doug Beyerlein	12--190	15--87	27--277
Len Lakofka	6--100	53--203	59--303
Bill Conner	73--61	66--60	139--121

It is noted that all games could be totaled without separation between original and stand-by if the N.D. Handicap bonus was not awarded originally and if all supply centers (including negative) counts were used in representing changes from starting positions.

The beauty of the system is that a player getting knocked-out or dropped-out could have his standings immediately calculated without waiting until the games end; current player values would be easily calculated during the
(cont. col. 1, next pg.)

game for discussion or review.

The use of year points would discourage drop-outs without penalizing stand-by players. Gentlemen--your comments please! #END#

Impassable replies: We had intentions of also publishing Lakofka's new system, but we simply have been overburdened with ratings and must assimilate this before we go ahead. Don't worry! It will appear in nextish of IMPASSABLE! Do not fear! Len's, by the way, is much, much more mathematical in construction, and since I've got a headache from this one above, that's quite enough....sorry Len, but "C" does comes before "L" in the alpha!

POST NOTE TO ABOVE!

It has just crossed my mind to produce "an average" score type of rating for the players. Using Mr. Conner's Player Points example, we would get the following:

	Tot. Avg. Score
JOHN THE GREAT	11.66
Doug the lesser	10.25
Edi the Has-Been	5.39
Len the Poor Guy	5.13
Bill the Stabbed	.87

Ha! You knew I would think of something to boost my image--even in a fictional example! However, the average is quite necessary in any extended RABONE SYSTEM rating list because one could pile up points via more games. Me being a simple peasant type, (like Stalin or Mr. Mao or Lincoln) like this clean and simple system. I'll have to read Len's when I print it--it'll take all my math knowledge to understand it! But, like they say, accuracy doesn't always depends on nice book covers or clean types within, but on the basic structure involved! Next week--The Doug Beyerlein Memorial Rating Carnival System! PLEASE! Hold your pen until you read Len's before you comment at all! Then, you can compare the two and I'm hoping for some good response! Peace.

BAREBONES, JEFFERSONIAN
DIPLOMACY--by Howard Mahler

Jefferson wrote those famous words, "All men are created equal." However, in Diplomacy all countries are not created qual. Statistics show that the exterior countries have enjoyed a definite advantage over the interior

countries in Postal Diplomacy.

I have created a very simple 8-man variant in which all countries are equal since they start in identical positions. (see accompanying map.) Although it may appear that certain countries are interior and others exterior, this is only an illusion. A good way to see this is to think of the map as the whole earth with N1 as the north polar region, N6 as the south polar region, and N2, N3, N4, and N5 as along the equator. Then countries A, B, C, and D form the Northern Hemisphere while E, F, G, and H form the Southern Hemisphere.

Each country has three close neighbors with which it shares two neutral centers, three far neighbors with which it shares one neutral center, and one antipodal country which is on the opposite side of the world. For example A's close neighbors are B, D and H, far neighbors are C, E, and G, and antipodal country is F.

There are eight countries, but only six neutral centers, so something has to give the first year. Since each country starts out in an identical situation the deciding factor will be the diplomatic ability of each player.

This variant bears the adjective barebones because all of the extra complications have been removed. There are no fleets. There are very few units. There are few geographical complications. Only the bare minimum is left to serve as a background for the diplomatic contest.

You could have a four player game by making one country out of A and F, B and E, C and H, D and G. In other words, pair each country with its antipodal country. You could design a very similar six player variant by placing the six countries in the positions now occupied by the N's.

I'm not seriously advocating Barebones, Jeffersonian Diplomacy as an exciting game to play, although you are welcome to try it. However, it does have the two merits of simplicity and most of all balance. Hopefully, wouldbe designers of variants having seen this variant will be helped in getting these two qualities (which in my opinion are among those needed) into their creations.

RULES (differences from regular Diplomacy)

1. There are 8 countries A, B, C, D, E, F, G, each of which starts with one army in its one home supply center.
2. There are only armies and land spaces.
3. N6, which makes up the edge, is one space and one supply center.
4. 8 of the 14 supply centers are needed to win. ((Map is on the cover of this issue))

A RATING FOR DIPLOMACY ZINE PUBLISHERS?
(A Reprint from Bushwacker, Oct. '73)

This is a reprint from Bushwacker that appeared last October. Fred Davis has a good idea here, and perhaps this or some modification of his system could be used by the IDA's DR? We of Impassable would appreciate comments from traders. Our thanks to Fred!

The Diplomacy press is rife with reports of 'zines folding or about to fold, leaving a pile of orphan games behind. This is most unfortunate for novice players who are just getting into the hobby. What is a player to do in picking a 'zine to play in? Should there be a central bureau somewhere which could advise players on the best (or safest) zines?

I've made up a '10 Point' rating system for 'zines, which I hereby throw out for grabs. It may sound a bit prejudiced against younger publishers, but I believe statistics will show that most 'zines which folded without warning were published by people under 21. Under my proposal, a publisher gets so many points in each of 4 categories, with a maximum rating for any 'zine of 10, and minimum (normally) of 1 or 2. There is also a special provision to reduce the score of a highly irresponsible publisher. Here's how it goes:

1. For length of Publication:

Under one year	+1
One to two years	+2
Over two years	+3

2. For Regularity of Publication:

Irregular history	0
Fairly regular history	+2
Very regular history	+3

3. Age of the Publisher:

Under 21	0
21 to 25	+1
Over 25	+2

4. Status of the Publisher:

Unemployed, non-student	-1
On active military duty	0
Student, full-time	+1
Employed, full-time (other than military)	+2

5. Responsibility Factor: If a publisher is deemed 'highly irresponsible' by a 2/3 vote of the IDA Council or a similar body, deduct 4 points from the total. (I know of only 2 cases in the past where this would have been necessary).

Under this system, most of the quality 'zines in North America would earn a '9' or '10'. BUSHWACKER would also be rated '9' since I've been publishing for a year and a half. Novice players could be advised to play only in 'zines with a rating of '6' or better. This does not rate the 'zine on quality of material or reproduction. The sole purpose of this rating is to give the player advice on whether there is a good chance that he will get what he's paid for from a particular publisher; namely, the likelihood of a completed game within a reasonable period of time. Comments are welcomed. (Send comments to Fred Davis, 5307 Carriage Ct., Baltimore, MD 21229.)

* * * * *

Impassable replies: This rating system appeals to me because it bypasses making subjective judgements of other gamezines. You may have noticed that I steer away from recommending one zine over another, although I plug them all--I wouldn't print them if I thought they were that bad! The fifth provision seems made to tailor fit for the IDA, and I think the Council ought to take it up--at the least the Editor of the DR could publish a list made with this system. The stress of this system is on reliability to run games. On a similar line of subject matter, the IDA President, alias Edi Birsan, has brought up a proposal which I thought was an excellent solution to the problem of orphaned games: The IDA help subsidize the new and untried publishers to finish the orphan games. This cuts down on orphaning of new games and finish up the old orphans. Meanwhile, this should lessen the load on established publishers (they end up finishing the games) and allow them to start new games of their own. In the long run, this would raise the level of games with respect to being complete and uninterrupted. Any comments on this idea from Edi should be sent to me for publication in the DR or for Impassable. By the way, I have been negligent in advertising the IDA, but since I'm the Editor of its most visible product, the DR, I personally don't like to "brag" about it and I leave it up to others to recommend, if it is worth recommending. I think so! #End#

BELIEVE IT OR DIE!

WAR is the topic:

SHORTEST. The shortest war on record was that between the United Kingdom and Zanzibar (now part of Tanzania) from 9:02 to 9:40 a.m. on August 27, 1896. The U.K. battle fleet under Rear-Admiral (later Admiral Sir) Harry Holdsworth Rawson (1843-1910) delivered an ultimatum to the self-appointed Sultan Sa'id Khalid to evacuate his palace and surrender. This was not forthcoming until after 38 minutes of bombardment. Admiral Rawson then received the Brilliant Star of Zanzibar (first class) from the new Sultan Hamud ibn Muhammad. It was proposed at one time that elements of the local populace should be compelled to defray the cost of the ammunition used.

BLOODIEST. By far the most costly war in terms of human life was World War II (1939-45) in which the total number of fatalities including battle deaths and civilians of all countries, is estimated to have been 54,800,000 assuming 25,000,000 U.S.S.R. fatalities and 7,800,000 Chinese civilians killed. The country which suffered most was Poland with 6,028,000 or 22.2 per cent of her population of 27,007,000 killed.

FAMOUS QUOTES ON CONQUEST

How grand is victory, but how dear!

--Boufflers

He who surpasses or subdues mankind must look down on the hate of those below.

--Byron

I came, I saw, I conquered.

--Julius Caesar

(Too bad he didn't read Byron before Brutus did him in! Impossible, of course)

To rejoice in conquest is to rejoice in murder.

--Lao-Tsze

The more acquisitions the government makes abroad, the more taxes the people have to pay at home.

--Thomas Paine

Self-conquest is the greatest of victories.

--Plato

A conqueror, like a cannon-ball, must go on. If he rebounds, his career is over.

--Wellington

Riddle Time

A RIDDLE!

I have wings yet never fly,
I have sails yet never go, I can't keep still
if I try, Yet forever stand just so.

THEM CHESS GAMES!

Yes, sport fans, it is that time again when we take a look at the latest block & tackles in the exciting game of hit and run CHESS....

Game #1: Wh-F. Harbor, Bl-Fobby Bisher
8. B-Q3 B-N5
9. N-QB5 ...
Game #2: Wh-Fobby Bisher, Bl-Sorris Bpasky
14. P-KN3 N-B3
15. B-B4 ...

Well, I'm embarked on another chess blitz in my company's Chess Tournament. We have twenty entrees and we have been divided up into two round-robin divisions. The top 4 from each division then plays together in a double-elimination tournament. So far, I am undefeated and 5-0. I figure I'll need 7 to guarantee myself a spot on the elimination part of the tourney....more news on my chess career as they occur. Anybody care to see any of my games from this tournament? I won't print any if I hear some groaning.....

THOSE IMPASSABLE PUZZLES

Solutions:

#24: The size of the farm was 20 acres. A difference of $\$1.00 - \$0.75 = \$0.25$ in the price of wheat per bushel makes a difference of \$10 an acre in rent. Hence, the rent paid in wheat is $\$10 \div \$0.25 = 40$ bushels per acre. The value of 40 bushels of wheat then is $40 \times \$1 = \40 , so that the rent per acre paid in cash is $\$80 - \$40 = \$40$ per acre. Therefore, the number of acres is $\$800 \div \$40 = 20$ acres!

#25: The man left for lunch at 55/13 minutes.....whoa! Something's wrong here! I don't make these up, you know, but I believe the book is wrong! The first question was: Find the time when he left. However, the answer given is that above and is for how long his lunch was! Well, that's that! The second answer is correct: He returned from lunch at 60/143 minute past 1 o'clock. That was a toughie!

#26: The simple answer is: push the cork in! You know what I thought? I thought of heating the bottle to expand the air and pop the cork! Is that legal? Like they say (or some might say), there's two sides to a cork! **IMPASSABLE PUZZLE #27:** What with all the fuss over the energy crisis, the commuter train has picked up new devotees as people look to it to solve their gas problems. Thus, this
(cont. next page, col. 1)

puzzle is dedicated to the commuter crisis.

A commuter train, THE BLUE DANUBE WALTZ, from New York City to White Plains, NY, left Grand Middle Station in New York Slum and made its first stop at the 125th street police station where 20 convicts got aboard. At the next stop, Mount Venus, half of the passengers got off and 20 new passengers, all high on something, boarded with leap like butterflies on the train. At Bronxville, a third of the weirdos got off and eight new ones boarded. At Uckahoe, a quarter of the passengers got off and nine new ones (drunks) got on. At Scarface, a fifth of the passengers (mob?) got off with a swagger and six more clambored aboard the train. Then, at Hartsdale, the train stopped because of a truckers' gathering where three tenths of the passengers got off to see what was going on while only one got on at that emergency stop. Finally, at White Plains, the last stop, 106 people of a mixed-bag got off the train. How many passengers were on the train when it left Grand Middle Station? You can be sure that I wasn't on that train!

THE EREHWON CONTEST by Rod Walker

A brief note is needed: Rod Walker is a former big-time pubber who has come back from the dead to chill us all, but to help warm his "Welcome Back" party, he is offering a contest with the prize of a 7-issue sub to his Erehwon zine. I know that my readers have been bred well on puzzles considering the over 25 I have introduced here, but this one is simply out of my class--maybe it is out of yours, but no harm in trying? So, with his request, we are reprinting this contest.

* * * * *

Yes, a contest! Time was, some years ago, when contests were the big thing and everybody was running them. There were cash prizes and this will be no exception, either. I always felt these things were fun, so I have designed a little bit of a quiz.

The winner of the contest will be the one who gets the most points. The prize is a 7-issue subscription extension to Erehwon. No big thing, but worth a buck, anyway.

The deadline for entries is Friday, 1 February 1974. All entries must be in by that date. That's plenty of time to allow reprints and whatnot.

The contest is a series of 10 questions on 10 different subjects. Each question is worth

10 points.

1. Women. "Whatever Lola wants, Lola gets." Who was "Lola"?

2. Music. What was the first piece of music to feature a solo part for typewriter, and by whom was it composed?

3. Government. Traditionally a nation requires that its Head of State (King or President or whatever) must be a citizen of that nation. In one nation, however, it is required that the Head of State be a citizen of some other nation. Which country has this requirement?

4. Astronomy. In comparison with all the other moons in the solar system, what is the most unique and unusual fact about Luna? (This fact was just a true prior to the opening of the Space Era.)

5. Geography. The Republic of Guyana is on an island. Explain how this can be true. (Please notice that South America is a continent, not an island.)

6. Religion. Identify Helel ben Shahar.

7. History. What do the following men have in common: Hatto, Arch-bishop of Mainz; Widerolf, Bishop of Strassburg; Adolf, Bishop of Köln; "Freiherr von Güttingen"; "Count Graaf"? (Yeah, they're all Germans, but I mean, other than that.)

8. Warfare. What were the "Diggers" of World Wars I and II?

9. Biography. The villain in Cat Bollou had a silver nose. At least two famous men did him one better by having golden noses. Name them. (Please cite a source for each name in case I need to look it up.)

10. Literature. What was Mr. Dick's obsession?

* * * * *

Impassable's brilliant editor, me, has some likeable and funny answers for you to consider! We hope we don't fall flat on our golden nose, however....let us proceed!

1. Who cares?

2. The Tick Tack Tap Symphony of Clatter by Tippy Wright (1832-1913).

3. Poland. Remember the story I gave for my 1721 variant? Surely that could be it? But, I just remembered about Shangri-La!

4. Luna isn't made of cheese, that we know, but I guess the most significant point is that it has a man's footprint on it!

5. The Republic of Guyana is on an island!

6. Sorry, we plead the fifth amendment!

7. They're all men?

8. Don't you mean the "Gold Diggers"?

9. Page 1430 of Tallaman's World Book of (cont. next page, col. 1)

Golden Noses, and Page 287, paragraph 3 of the French edition of "Dog Ballou."

10. Mr. Dick just couldn't stop reading OBSESSION! (That's a dippy gamezine)

11. Mr. Walker, of course, since he's the ex-God of diplomacy, err, ex-god of diplomacy!

12. Me, of course, who did you think?

13. That's Blasphemy!

14. Who cares?

15. That's all folks!

ZINES RECEIVED CONT.

SINAI. Greg Dority, 302 W. 15th St., Washington, NC 27889. Formerly the "Big D."

8/\$1. No openings.

MORDOR GAZETTE. John D. Morgan, Box 253, Iazo, B.C., Canada. VOR 2K0. 10/\$1.50 or 15/\$1.50 if you are a stand-by. Openings: Reg Dip and YV. GF: \$5.00.

GRAUSTARK. John Boardman, 234 E 19th St., Brooklyn, NY 11226. 8/\$1. No openings.

" ". James Massar, 127 N. Emmons St., Dannemora, NY 12929. \$3.50/yr., #4/yr. airmail, 10/\$2 or 10/\$2.40 airmail. Openings: Massar Variation of YV, hidden-movement Dip. GF? Write for more info, or check other zines.

THE POUCH. c/o Nicholas A. Ulanov, 60 E. 8th St., New York, NY 10003. 10/\$1.80.

No openings.

EL CONQUISTADOR. Viking Systems, Suite 823, 24 North Wabash, Chicago, IL 60602. Editor: Gordon Anderson. \$2/12 bulk, \$2.50 1st cl., and \$3/12 air. Openings: reg dip. GF: \$7.50 includes airmail sub.

WARLORD. Dan Gallagher, 6425 King Louis Dr., Alexandria, VA 22312. \$1.50/6 months (tri-weekly), one yr/\$2.50. Openings: Westphalia VI. GF: \$1.00 to current players, \$2.50 for year subbers who turn in their sub rights, \$5 to outsiders.

EREHWON. Rod Walker, 3343 1st Ave., San Diego, CA 92103. 7/\$1. No openings, but funny. New subs are not now being taken, but write and get a spot reserved for yourself!!!!!!

AND THAT, PEOPLE, IS ALL I'M GONNA DO FOR NOW!

Now, for some news of the Diplomacy World....

**Doug Beyerlein may soon be moving. He has been having trouble deciding where to take his career. At last report, it was between Washington and California. We wish him the best of fortune and fame, but if he moves to California, he'll have to rename his WASHINGTON REPORTS TO CALIFORNIA REPORTS!

**Chic Hilliker has explained his newest job in his The Silmarilli. It seems that he is busy on his GAME HUT store! It was fortunate

that the hobby has him since he will now sell games! I understand that he's going to sell by mail too, so hang on and see what happens!

**Last month, Walter Buchanan, Queen Suzanne and Prince William all dropped by here in our quiet and quaint town of Carlisle on their way to do some sightseeing and duty in Virginia. It was a welcomed change as we watched the little tyrant play with my Spanish dagger and tore up the diplomacy pieces with his sharp teeth. He's gonna be a nasty stabber one of these days!

**An interesting comment was made by Larry Peery in his latest Xenogogic about 1973 as a Dippy year. It seems as if he hit on a common chord with us when he said that the quality of zines and players were lower, but with the IDA's progress, that the hobby was getting its badly needed stability. The issue of Xenogogic was close to 100 pps. and the sub is 4/\$2.50 for the quarterly zine. His address is: Institute for Diplomatic Studies, Box 8416, San Diego, CA 92102.

**The IDA has just completed its 1973 elections and along with it the IDA Council received six new faces. For more info join the IDA! Membership for 1974 is \$2.00. Send your check made out to: International Diplomacy Association to: Walter Buchanan, R.R.#3, Lebanon, IN 46052.

**A limited number of Handbook 1973 are still available at \$2.00 for non-members and \$1.00 for members of the IDA. Over \$200.00 worth has been sold of this book! This has helped the IDA treasury reach the \$500.00+ balance. **We have been working on getting overseas trades, and a few have already been started. With more overseas traders, we feel that not only will we have more reading material, and more pride in seeing Imp read elsewhere, but also help to increase trading connections in general with Europe. The more trades, the closer the far reaches of the hobby will get.

**Also, we have been thinking of a way to make it possible for "international" postal games to be as cheap as local games (such as in Impassable). The idea is to have a team of two publishers to run each end of a two-continent international game set-up. Each then would receive moves from the locals and then report via airmail to the other pubber. The two compare moves and publish the games for their locals. The locals only have to pay more for their letters to overseas players. The drawback is to have a team that can work together lick a clockwork on crystal tune. **Other ideas are pouring out of our head, and one of the latest is trying to develop plastic diplomacy pieces for the game. The molds

(cont. pg. 20, col. 1)

still need to be made for the right size and shapes, but it can be done by our local connection...more news on this when it happens! **We are also busy with variant ideas, but we will stick to our one per year rate until we lessen our publishing load. Right now we are deciding just what area we'll do a variant: space, historical, fantasy, or abstract. All will hopefully incorporate some of our newest ideas for improving the game's geographical balance problems. One possible solution was shown with Mahler's Barebones, etc., but we like to have more complexity in our maps. I think that is just about it!

Have a Very Merry Christmas and a Happy New Year! Nextish we will have more articles and other stuff to continue our great tradition.

LEST WE FORGET....

We like to apologize for the delay, especially for Lost Horizons, but as explained, the Diplomacy Review got in the way. Next year we are going to do better as we are taking off this December and will re-organize for 1974.

We have some openings, ourselves, in my Scotice Scripti III variant. We now have 2 paid players and need 6 more! This is a good game, as you can see by the game we're now running in IMPASSABLE. The GF is \$6.00 and covers map/rules for the variant. Or, you can get it separate at 25¢ for the map/rules and see for yourself what a great game it is!

PEACE.



*Merry
Christmas
to
all!*

IMPASSABLE #30

117 Garland Dr.

Carlisle, PA 17013

U.S.A.

GIVE

MUSCULAR DYSTROPHY

ASS'NS. OF AMERICA

Ho, ho, ho! Send us

\$2.00 to continue your sub!

Tinkle, tinkle the bells,

we need you to standby

Not a creature was stirring,

not even a mouse, but this

has stirred for a trade!

MERRY CHRISTMAS & HAPPY NEW YEAR



Rod Walker
3343 1st Ave.
San Diego, CA 92103

FIRST CLASS MAIL

FIRST CLASS MAIL